CHANNEL F

FAIRCHILD VIDEO ENTERTAINMENT SYSTEM

VIDEOCART-1

- Tic-Tac-Toe
- Shooting Gallery
- Doodle
- Quadra Doodle

TO PLAY PRESS BUTTONS

Tic-Tac-Toe..... ■ 1 4
- Push left/right—moves dot through playing positions.
- Pull up—places X in square.
- Push down—for a new game.

Shooting Gallery.. ■ 2 4
- Options: 1 2
- Push down—to shoot.

Doodle..... ■ 3
- Push left/right/forward/back moves dot left/right/forward/back.
- Twist left—turns draw dot on/off.
- Twist right—changes color.
- Pull up—to change size.
- Push down—to erase screen.

Quadradoodle..... ■ 4
- Push forward—changes line length.
- Pull back—changes background color.
- Twist left—changes to doodle.

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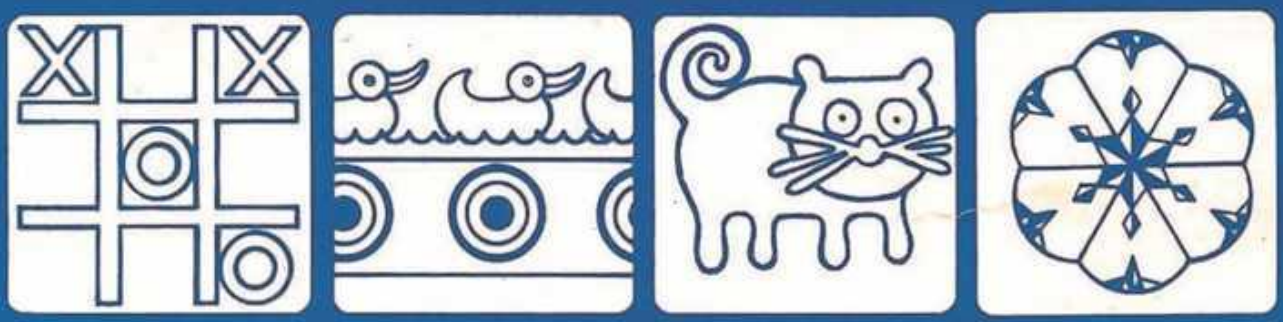
INSTRUCTIONS FOR VIDEOCART™-1 CARTRIDGE GAMES



Exclusively for use with the Fairchild Video Entertainment System.

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On Your Mark

It may take two to tango, but all you need is one for fun with these exciting solo games.

Take the Videocart™* cartridge and, with edge label facing you and top label facing up, insert it in the chute marked "insert cartridge" until it "clicks" into place. To remove the cartridge, press the "press to eject" bar, then slide the cartridge out of the game console.

Get Set

Once the cartridge is in place, press "RESET." The screen will show a G? The cartridge is asking you which game you want to play. Always press "RESET" before selecting a game.

Go

Press "1" for Tic-Tac-Toe.
Press "2" for Shooting Gallery.
Press "3" for Doodle.
Press "4" for Quadra-Doodle.

1. Tic-Tac-Toe

You play a game of Tic-Tac-Toe against the machine. You have the X's, the machine has the O's. The object is to get your three X's in a line before the machine get its O's in a line. You always get to start first.

*Videocart is a trademark of Fairchild Camera and Instrument Corp.

How the Hand Controller Works in Tic-Tac-Toe. Either hand controller will work for Tic-Tac-Toe. The dot in the square indicates which playing position you are in. Moving the hand controller knob to the left or right steps this dot to left or right. When the dot reaches the end of a line, it will automatically cycle to the next line so that eventually it will cycle through all nine positions . . To get the feel of the cycle, simply push your knob left or right and see the resulting pattern. Remember to stop the dot in the playing position you wish let your controller knob return to its neutral center position.

Pull Up and Plunge Down. Once the dot is in the playing square where you want your "X," pull up on the hand controller and an "X" will appear in that square. The machine will then put in its "O" and the message "Your Turn" will appear telling you that you can move the dot to a new position. The machine will not respond if there is an X or an O already in the square.

To get rid of the game in progress, or for a new game at the conclusion of the one in play, plunge the hand controller down. This erases all X's and O's and starts a new game. No other hand controller movements work in Tic-Tac-Toe.

2. Shooting Gallery

After Selecting Shooting Gallery, an S? will appear on the screen. The game is asking if you want to start. You can start right away with no time limit and an average speed or you can select the Time and Motion options mentioned in your console instruction booklet.

The object of Shooting Gallery is to shoot a "ball" from a "rifle" on the left side of the screen and hit a moving target on the right side of the screen. The "rifle" is pre-positioned and will only change position when the target is hit. Each hit produces a new "rifle" position.

How the Hand Controller Works in Shooting Gallery. PLUNGE DOWN—You "fire" a shot from the "rifle" by plunging the hand controller down. After you program your options and press the START button, fire a few practice rounds to get the idea. No other hand controller movements work in Shooting Gallery. Either hand controller works in Shooting Gallery.

Scoring. The number on the bottom right side of the screen is the number of shots fired. The number on the bottom left side of the screen is the number of hits made. If either score goes past 99, the number will cycle through 00 and start counting with 01 again.

Two-Player Shooting Gallery

Compete with another player for more shooting gallery fun. Take turns setting a time limit and see who can make the most hits in a certain amount of time. Or go for the greatest number of hits out of a prearranged number of shots. You can see what your "batting average" is by dividing the number of hits (score on the left) by the number of shots (score on the right). For example, 30 hits out of 90 shots would mean you are batting .333.

3. Doodle

The only limit in this colorful game is your imagination! After selecting Doodle, a dot will appear in the middle of the screen and another dot will appear in the lower left corner of the screen. The dot in the middle is you, that is, the dot indicates where you are on the screen.

How the Hand Controller Works in Doodle. Either hand controller will work in Doodle.

FORWARD AND BACKWARD—moves your indicator dot up and down, from the top to the bottom of the screen.

LEFT AND RIGHT—moves your indicator dot left and right on the screen.

ROTATE RIGHT AND LEFT—Rotating right changes color. There are three colors in Doodle, red, green and blue. One quick twist to the right changes color once. The dot in the lower left corner of the screen shows you what color you are working with. Your indicator dot will also be this color, but to be sure, look at the dot in the lower left corner. Rotating left turns the draw dot on the lower *right* corner of the screen. One *quick* twist to the left turns the draw dot on. When the draw dot is on, you will leave a trail on the screen when you move your indicator dot forward or backward, right or left, or any combination of these moves. Another quick twist to the left turns the draw dot off, and it will disappear from its right corner position. When the draw dot is off, you will erase whatever your indicator dot passes through. For a sure reference, look for the dot in the lower right corner of the screen. If it is there, you are drawing, if it is not, you are erasing.

Pull Up and Plunge Down. Pulling up changes the size of your indicator dot. There are five sizes. One quick pull up will change the size once. Your indicator dot will cycle through all five sizes. One size change for each pull up on the hand controller. The dot in the lower left shows size as well as color. For a sure size reference, look at the dot in the lower left corner.

Plunging down will erase the entire screen and start the Doodle over again with your indicator dot in the middle.

Note: When changing color or size, or when turning the draw dot on or off, there is a slight lag between the movement with the hand controller and the resulting action on the screen. Remember to make one twist or one pull then pause for the result. If the color or size is not what you wanted, twist or pull once more. A quick twist to the left turns the draw dot on or off. One twist for on, another twist for off.

4. Quadra-Doodle

After selecting Quadra-doodle, sit back and relax! Your television will doodle for you. This kaleidoscopic game will fill the screen with color for you automatically, but you do have some control!

How the Hand Controller Works in Quadra-Doodle. Either hand controller works in Quadra-doodle.

FORWARD AND BACKWARD—Pushing the hand controller forward changes the line length. There are three lengths. Each push forward cycles through one length change.

Pulling the hand controller back changes the background color. There are three background colors. One pull backward changes the background color once.

PULL UP AND PLUNGE DOWN—Pulling up changes the line size. There are five sizes, just as in Doodle. One pull up will change the size once.

Plunging down will erase the entire screen and start Quadra-doodle over again with an entirely new pattern. Quadra-doodle is a random pattern generator. You will notice, however, that when you select Quadra-doodle from the console, the starting pattern will always be the same. Only after you have plunged the hand controller down once will the pattern turn truly random. Each plunge down after that will give you a new random pattern.

ROTATE LEFT AND RIGHT—Rotating right will not do anything. Rotating left will put you back in Doodle. The only difference is that the Quadra-doodle pattern is still on the screen! The size and color dot will appear in the lower left corner and your indicator dot will appear in the middle of the screen, even if part of a Quadra-doodle pattern is there. When you first get back into Doodle by twisting left, the draw dot is turned off. If you move around now, you will start erasing the Quadra-doodle pattern. If you want to draw instead, one more quick twist to the left will turn the draw dot on.

Moving from Quadra-Doodle to Doodle and Back

Once you have twisted left and gotten into Doodle from Quadra-doodle, all the Doodle hand controller movements apply. It is just as if you had selected Doodle from the console, but you still have the Quadra-doodle pattern on the screen.

After you have doodled, if you want the Quadra-doodle pattern to resume, push the START button on your console. The Quadra-doodle pattern will resume leaving whatever you draw on the screen as part of the pattern. If you go back to Quadra-doodle from Doodle by pushing the START button and the draw/erase dot is off (for erasing), you will start Quadra-erasing. That is, the Quadra-doodle pattern will be generated but it will erase rather than draw.

The best instruction for Doodle and Quadra-doodle is: If you have a question about what something does, try it and see! By experimenting and playing, you will come up with a whole range of unique and interesting things these two games can do!

Note: When Quadra-doodle is busy drawing its pattern, it sometimes get carried away and doesn't respond quickly to hand controller commands. Be patient and keep trying, it will respond. Remember, momentary movements with pauses between will enable you to get your desired results.

Have Fun

If you have any questions about this Videocart™* cartridge or your Video Entertainment System, call the Toll Free numbers in the back of your console instruction booklet.

Other exciting Videocart™* cartridges are available from Fairchild Consumer Products. See them at your Fairchild dealers or, for more information, write:

Fairchild Consumer Products
4001 Miranda Avenue
Palo Alto, CA 94304

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